

MAXIMUM OVERKILL



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940 FM 1387 Midlothian, TX 76065



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Special Issue No. 02
Date 6-15-2002

SHIP COMMANDER
Kahn sutai-Klag

FIRST OFFICER
Kamarag vestai-K'norm

SECOND OFFICER
Kilg'r tai-T'shod

COMMS STATION
Khara

WEAPONS STATION
Koron

NAVIGATION
Krudge

ENGINEERS STATION
Kilrah

ATTENTION WARRIORS

Maximum Overkill is the official newsletter of the **IKV Black Demon** and is produced solely for the entertainment purposes for it's members. The **IKV Black Demon** is a chapter of **The Empire**. We are not responsible for any misleading ads, articles, or art work. By submitting art, articles, letters, or just about anything for print, you are giving permission to print. Personal letters are exempt.

All submissions should be sent so they arrive no later than the last weekend of the month. Send material to:
IKV Black Demon
c/o John Harrington
940 FM 1387 Midlothian, TX 76065



KLINGON FACTIOD:

The theme song for the new TV show, Star Trek: Enterprise, sucks ass.

***Bonus:** Vorok's battle cruiser was a D-4, not the reused K'tinga CGI model that was used. The producers changed their mind about the design at the last minute, furthering putting another hole in continuity for this show. Thanks A-holes!*

Maximum Overkill Special is printed for the entertainment purposes of the crew of **The Empire** chapter, the **IKV Black Demon**. **Maximum Overkill** was suppose to be printed once a year, but that didn't happen, so sue us. If you inclined to send something to contribute to future issues, (such as art, stories, reports, or anything else), we assume you are giving permission for print unless written otherwise.

Star Trek, Star Trek: The Next Generation, Star Trek: Deep Space Nine, Star Trek: Voyager, the Star Trek movies, and the "K" word are all exclusive properties of big brother: CBS/DESILU/Paramount/VIACOM.

No infringement is meant on our part. If not satisfied, please return unused portion.



FROM THE CAPTAIN

nuqneH. Welcome to the second special edition of *Maximum Overkill*! I think it's the second one, oh well, I'm calling it the second one. Since it's been a while when we last saw a newsletter, I thought it would be fun to make one to send out to all members.

Can you believe it, it's been 10 years since the founding of the *IKV Black Demon*? Man, time sure flew by! Many parties have been raided, many gallons of booze has been drank, and many conventions have passed. It's been a blast and I look forward to 10 more years!

We have all had many life changing events in that time too. Some of us have lost loved ones and some of us have met new ones. Take me for example. I was living the bachelor life staying up late on the internet or watching bad movies with Kamarag when one day I fell in love with a gal who is everything I've been looking for in a life long mate. This September we will be wed in a old fashioned handfasting. My soon to be mate has not created her character but has already signed up on The Empire's new website and has been accepted into House Klag.

We've also lost members over the years. Not to say that these fine warriors have left us to fight in Sto-vo-kor, it's just life has taken them on a new path and being a Klingon isn't top priority with them at the moment. Even though they no longer show up for meetings or parties, I still keep in touch with them as they are still friends to me. If any of you need contact info to these retired members, let me know. I'm sure they would love to hear from you all.

Hey, did I say "meetings"? I sure did. Although I haven't been able to make many meetings down in Corsicana, my second officer has been taking any notes at letting me know what's been going on down there. There has been talk of branching off the Corsicana bunch into a new chapter. The listening post lasted for a few years until Warg graduated from the Imperial Academy north of here. Warg still makes a meeting a few times a year, but no one else has attempted to spin off from the main chapter. I encourage many of you who have to travel a good distance from home to a meeting place, to consider creating a listening post. We need our numbers up in Texas. Currently, we are the only Empire chapter in the state. There are a few other Klingon chapters around the state, but I have heard other than the *IKV Melota* (formerly the *KAG vessel, the Kontagon*), the remaining ships are shoe-string ones with fewer than 5 members. Anyways, contact me and I can tell you how easy it is to set up a listening post.

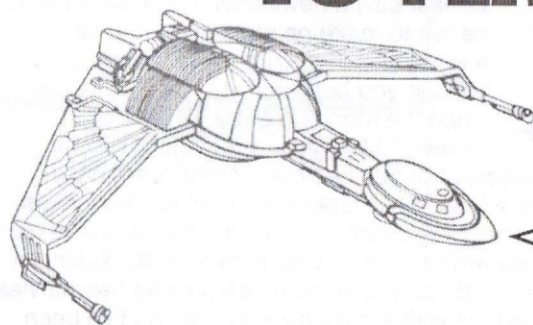
Well, I'm getting to the bottom of the page. That means I need to wrap it up or I will be forced to continue on the following page and I really don't want to do that since it's a pain in the butt to fill in with more jibberish. Then again, had I not typed that I would have more room to type the closing sentences before I run out of room and I would regret that for many years. It's true! There was this one time I had a chance to go to on a trip, but I turned it down because I didn't have enough money to pay for... oh shit! I'm running out of room. I hope everyone has a great time at the 10th Anniversary party!

~ "Unkle" Kahn sutai-Klag



IKV BLACK DEMON 10 YEAR ANNIVERSARY CELEBRATION

(Yeah, we can't believe it either!)



WHEN: April 20th 2002. From noonish to lateish

WHERE: CO Residence: 300 Pecan St. Milford, TX (corner of Border & Pecan on the back side of the city park). Email if you need a map: unklekahn@gmail.com or you if you get lost along the way you can call the CO: 972-493-1761

WHAT: Do you need to bring? Contact your communications officer on what needs to be brought. Some of the items needed are chips, sodas, games, ice, side dishes, deserts, and preferred beer (or BYOB).

Your CO will be providing BBQ brisket and a few refreshments.

ATTENTION: There will be an awards ceremony in the evening. If you are unable to attend due to work, family, etc. Your name will still be read to the others and you will receive your certificate at a later date. On display will be three ship designs we will be looking over and voting on at our next meeting.

YES! We are upgrading to a new ship! This will be our third upgrade, but second style in ship design. We want you to be proud of our chapter and I feel that any one of these new designs will strike terror in those pajama wearing feddies. ALSO: we have room for you to crash. Bring sleeping bags and tents!

NEWS FROM THE EMPIRE

The Empire has a new website! That's right. The old website was mishandled and after a vote from the High Council a new web address has been purchased. You can now find the site at: www.Klingon-Empire.org

There, you will be able to access many areas such as the guilds, general discussions, and many more other options. The best part, each chapter gets their own sub board on the site for easy communications! This is great because man of these free sites we have been using have been getting bad about pop-ups and hacking issues.

With that, I would like to announce that we will be moving our communications over to the new Empire site. In the case we lose the main site (if it goes down for maintenance or what not) I have created a free message board away from Yahoo. I have not been happy with Yahoo's message board function for some time as it is difficult to navigate and hard to find specific topics. So I am trying our a free service called Forumer. A link will be placed on our yahoo group so you can easily find it. But if you are anxious, you can find it here:

<http://blackdemon.11.forumer.com>

We'll have a wide variety of sub boards and things for us to try out. If you go to the site now, it doesn't look like much, but we are working on getting the colors right and graphics uploaded to make it feel more like a new home to us than Yahoo can offer.

House Klag (*logo left*), the house of the chancellor (and founder of the club), is having an open house this month. If you are an honorable warrior looking for a noble to join, set your controls to The Empire's site and contact the House proctor, General Qoregh zantai-Klag, there through their sub-board. House Klag is a closed house, meaning they only accept one type of Klingon species, the Imperial ones! Fortune favors the bold.

Chat night starts next month on the first Thursday! The chat session will start around 7pm eastern and run until everyone goes to bed. No topic, just a meet and greet! See you then!



Back Issues Are ^{STILL} Available!

Have you missed out on valuable information in the past? Ever think you would never get a copy of that issues that everyone talks about? Do you have a couple of dollars to spare? If you answered yes, then we can help you. Contact Unkle Kahn with the issue number and a wad of cash and he'll get you fixed up. All of these issues are first generation copies from the originals sent out to paid subscriptions and members.

Below, you will see the issue number and a brief description of the featured article or event that happened along with general reports and articles. To place your order you can contact us through Unkle Kahn (physical address found in the newsletter) or email: unklekahn@gmail.com

- #00 - 04 (set): Start up of newsletter, "who we are" and challenges.
- #05: First multi-page issue
- #06: Spotlight: B'Rel Bird of Prey
- #07: Info on creating your uniform
- #08: Basics of creating your Klingon character
- #09: First appearance of "tlhuth!", Spotlight: Origin of the Bat'leth
- #10: Drink recipes and tips on drinking.
- #11: Spotlight: The Sword of Kahless
- #12: Spotlight: The Origin of the Mek'leth
- #13: The SAN QUV QAT (Klingon Horoscope)
- #14: First issue of "Dead Air", Spotlight: Denebian Slime Devil
- #15: Spotlight: Regular Bloodworm
- #16: "Boreth & the Clerics", Kahless book review, Spotlight: Tribbles
- #17: The IKV Black Demon leaves KAG issue
- #18: Spotlight: Klingon Interactive Game word and item list with descriptions
- #19: tlhuth!: Your home bar, Submitted: James Worthy "Klingon for a Day"
- #20 : Last regular issue, Empire info, Spotlight: Grenade Pins.

ALL FOR \$4.50 EACH! (sah included)



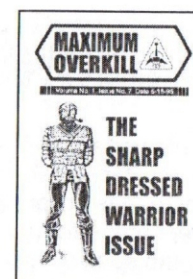
Issue#00 - 04 (single sheets, double sided) Sold in a set.



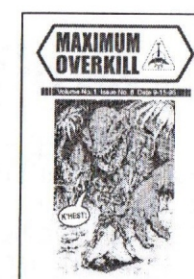
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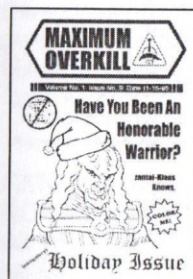
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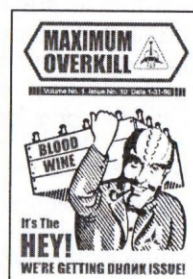
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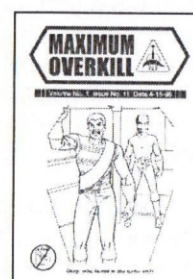
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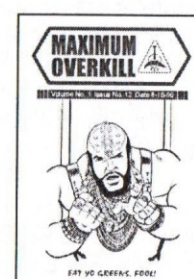
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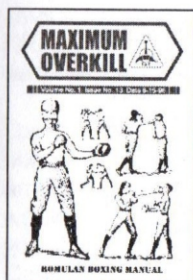
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Issue#11



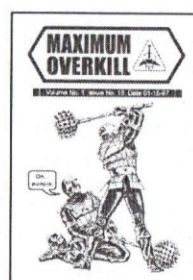
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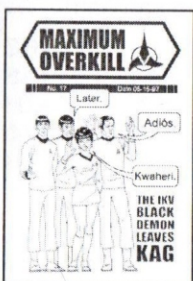
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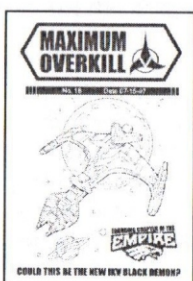
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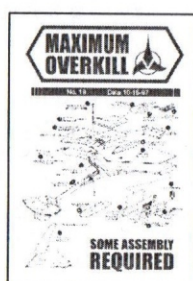
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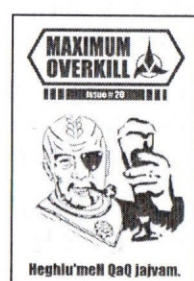
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Issue#18



Issue#19



Issue#20

AN INTRODUCTION TO THE EMPIRE

Webster's Dictionary defines "empire" as a sovereign state whose possessions have been extended by military or economic conquest, colonization, or federation, to include countries or territories originally independent of it. The Empire is the perfect name for our organization. We are a conglomeration of local clubs, families and special interest groups consisting of Klingons as well as aliens from all facets of science fiction film.

The Star Trek-created Klingon race is the basis of the sovereign state. The state is not "military-bound" but rather is inclusive of all areas of Klingon civilization. While it is true that the Klingons are a military government, there are certainly other occupations that must exist in order for it to function. There are diplomats, clerics, scientists, doctors, and even nursemaids. These civilians are welcome to join and serve The Empire alongside those what wish to serve in a military capacity.

Klingons, as with other intelligent life-forms, have hobbies and outside interests. To support these activities, The Empire encourages special interest groups. For Example, if your interest is in Klingon religion and culture, you may want to join the Clerics. Those with interests in costuming may still serve in military persona while joining the Artisans Guild. If a guild does not exist for your special interest, organize one.

Klingons have families. These Families or Lines are taken most seriously in Klingon culture. The honor or dishonor of one family member can greatly affect others within the "House". Joining or creating a family within The Empire brings our members another area of play, as well as making of new friends throughout the country.

The Imperial Navy is the backbone of The Empire. Local clubs are called "ships" or "vessels" and are complete with military personnel that hold duty positions and rank. As a member of a ship, you can bring honor and glory to that ship and your crew through activities such as blood drives, community service, social activities and more. Ships earn rank much as do the warriors. The more honor you bring to your vessel, the larger the vessel becomes. A scout sized vessel can grow to a battle cruiser much like an Ensign can earn his way to commander.

The Klingons are not above using mercenaries to strengthen their position in the universe. Aliens seeking adventure or sanctuary from their home planet can join the Imperial xeno-Legion. This is open to aliens from all science fiction universes seen on film. After serving The Empire for three years, these Aliens can be granted citizenship. Aliens may also join special interest groups, form an all Alien vessel, and create "Brotherhoods" for their individual races.

(Continued on page 9)



MONSTER S-I-Z-E WARRIORS

Just imagine your friends shock when they walk into your room and see the uniform of a "monster". Well, it really won't be a monster's uniform, but a uniform of a Klingon Warrior right in front of them. Then imagine the shock when they find out that YOU are that warrior. That's right for only pennies to send a SASE to The Empire, YOU could be on your way to construct your own uniform as you obtain the Honor and Glory that Star Trek has beckoned you with. Meet other Klingon fans. Have fun making the puny Federation wet their pajamas. All you have to do is fill out the information, cut it out (or photocopy), and send it along with a SASE to the address provided. A warrior in the High Command will contact you and will set you up with a chapter in your area. Not a chapter in your area? Then inquire about starting one of your own. It's never too late to get the glory you deserve. We have members from 8-88ish all over the world who are standing tall and proud in a convention center with their own uniform. Best of all... It's FREE

*or sign up at: www.klingon-empire.org





**THE EMPIRE
FREE
TO JOIN**

SEND ME INFO

I am interested in becoming a Klingon Warrior. Please send me info ASAP! I have ensured info will arrive to me promptly because I have inclosed a SASE.

I AM INTERESTED IN BEING A KLINGON WARRIOR. I PICK THE FOLLOWING TO PORTRAY:

☐ Imperial ☐ Human Fusion ☐ Other

NAME _____

ADDRESS _____

CITY _____ ZIP _____ STATE _____

SEND SASE TO
THE EMPIRE
P.O. BOX 4514
AKRON, OH 44310-0514



**Don't fit in the mold that
fandom has cast?**

**Looking for a chapter
that likes to have fun?**

**Want to be part of
history of The Empire
and fandom?**

**Are you even still
reading this?**

Then the *IKV Black Demon* is what you need. nuqneH, I am Unkle Kahn. This publication is just one of the many fun things we have done over the years for the information exchange and entertainment purposes for our members. Now that the internet is such a major part of our lives, it's now easier to meet up with many Klingon fans. To find the *IKV Black Demon* and her crew, set your browsers to www.klingon-empire.org. There you will find a website full of proud Klingon warriors along with prop photos and uniform instructions. Create your Klingon character and be known by your deeds. Bypass your local recruiter and join directly with me and my band of misfits. Earn your slaQ today so that you can get back what fandom has stolen from you.

(An introduction to The Empire continued)

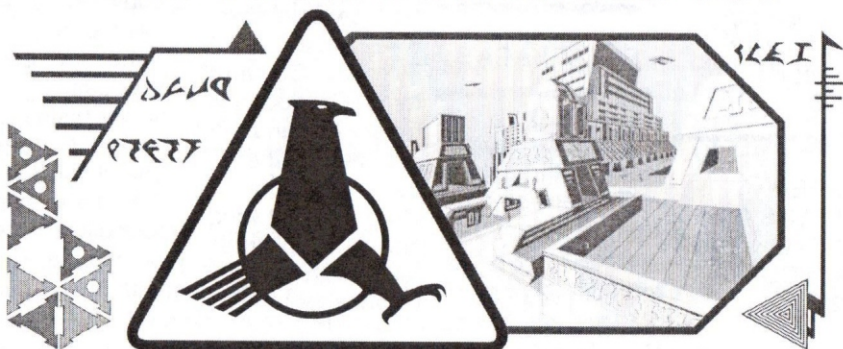
The Empire is a sovereignty. This means having the right to make decisions and act accordingly for the best interests of the membership. The head of state is the Chancellor. He is the leader of the High Council which is made up of the leaders of The Empire. The High Council advises the Chancellor regarding policy or our club. The Empire also has a Greater Council comprised of representatives of our lines (families). Lines not registered with the Line Registrar/Council Coordinator, aliens and others without a direct representation to the Greater council will have access to a Chancellor-at-large. This councilor will make it possible for each and every member to have a voice that is heard by our leaders. This does not make The Empire a democracy. However, it does ensure that all members' opinions reach the Chancellor and High Council. And, to assure that the Chancellor does not become a dictator, as opposed to a leader with the best interests of the membership as his priority, there is a proviso that allows the High Council to remove him from office!

You say you have always wanted to be a Wookie mercenary? A Klingon clown? Perhaps a reporter for a great Imperial newspaper? Or maybe you'd like to combine your fighting skills with your faith in Kahless and become a warrior priestess? Then The Empire is for YOU!

~ Chancellor Klag

Looking for a new place where everyone works together? How about a place where information is freely shared with the membership? Are you just tired of the political B.S.? Do you want to find a place you can call "home"? Then look no further! Chancellor Klag has the place for you, set your controls to take you back to the homeworld where honor is held in the highest regard.

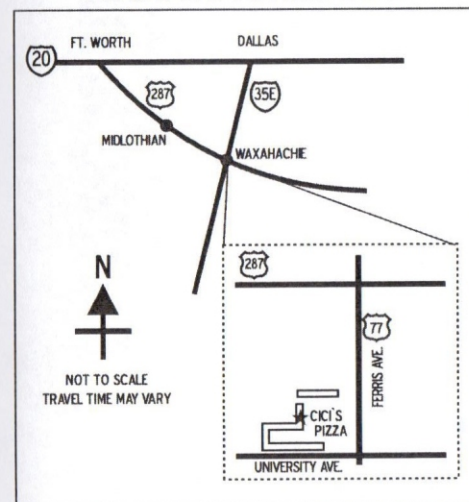
SET YOUR CONTROLS TO:



www.Klingon-Empire.org

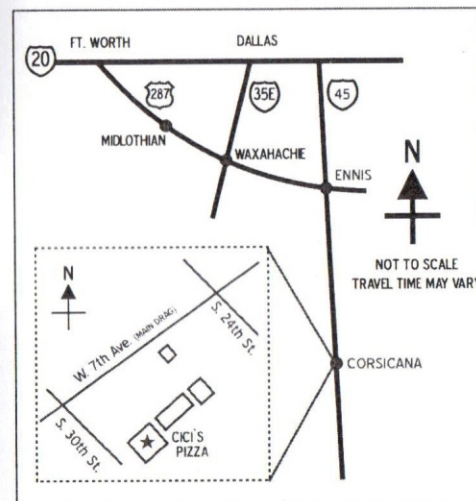
MEETING LOCATIONS

WAXAHACHIE MAP



Every Third Sunday 2-4pm.

CORSICANA MAP



Every Fourth Sunday 2-4pm.

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IKV BLACK DEMON



"A Low Cost Solution for your Low Quality Klingon Warriors"